

ABSTRACT OF THE DISCLOSURE

A display object generation method in a computer game, a program to execute and control the same, and a recording medium for storing the program, enabling the game player himself to generate a display object with a desired shape, to be manipulated by the game player himself, are provided. The program is executed by information processing equipment, wherein a skeleton model set for the display object is displayed on a display device, an input outline trace is also displayed on the display device, the input outline trace is associated with the skeleton model of the above display object, the outline trace associated with the skeleton model is expanded and converted into a three-dimensional display object image, and the data of the expanded and converted three-dimensional display object image is displayed on the above display device.

09987463-111401  
T04T7-2942660